BRADYGAMES®
SIGNATURE SERIES GUIDE

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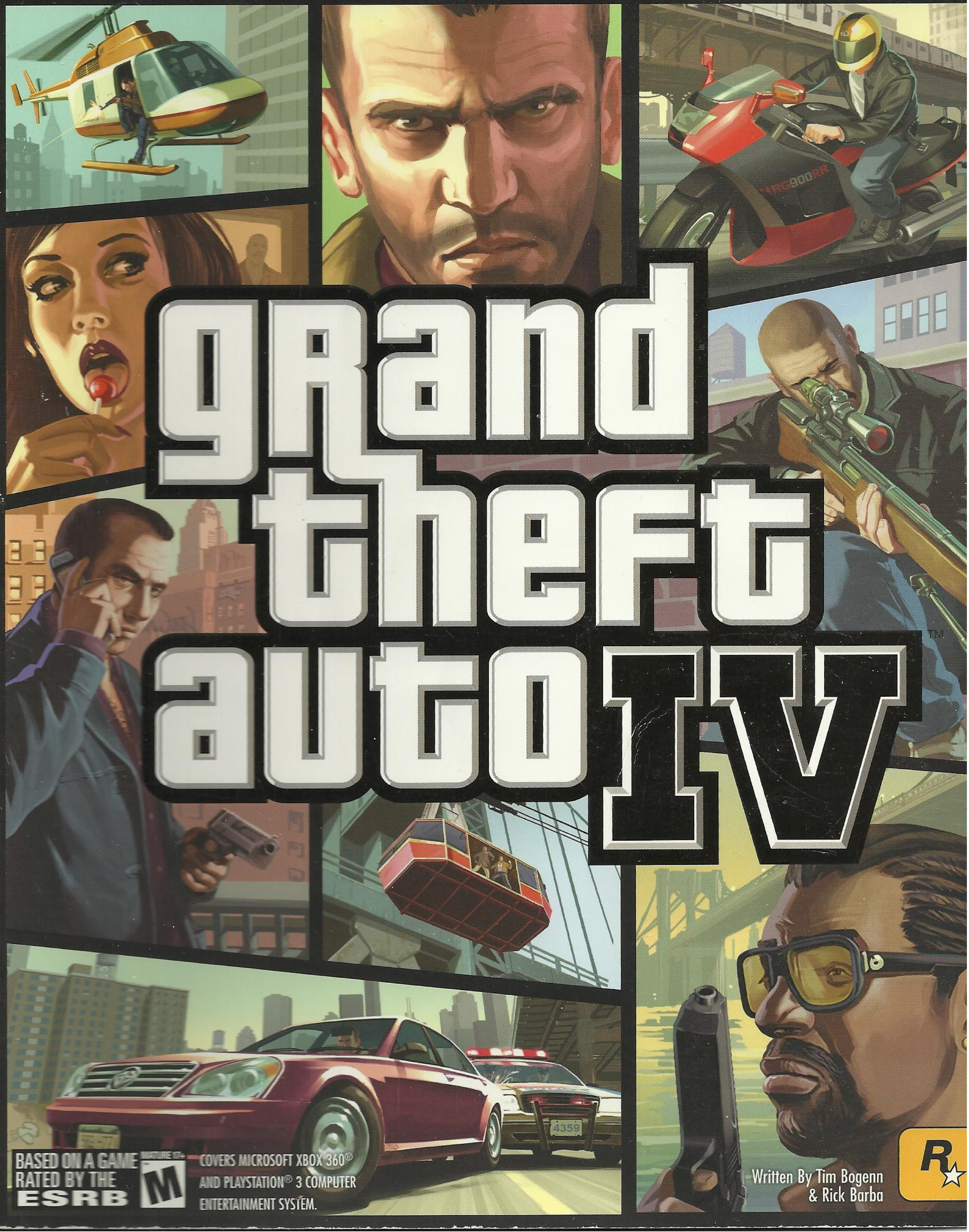

grand theft auto IV™

BASED ON A GAME
RATED BY THE
ESRB
MATURE 17+
M

COVERS MICROSOFT XBOX 360®
AND PLAYSTATION® 3 COMPUTER
ENTERTAINMENT SYSTEM.

Written By Tim Bogenn
& Rick Barba

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MULTIPLAYER

Welcome to Liberty City

Using This Guide

Grand Theft Auto IV presents a flowing, continuous environment where "story missions" and "side missions" blend together into a single ongoing experience. Our guide is structured to mirror that game flow, introducing new elements in the order they appear during your gameplay sessions.

So if you're looking for guidance for a particular type of mission or character—the Assassin Procedural Missions, say, or where to meet the Random Character, Marnie—look under the Main Story Walkthrough in our Table of Contents to find what you're looking for. You can also check out our Liberty City Maps section and our very handy pullout poster map for quick guides to everything in the game, from Points of Interest and Pickups to Flying Rats and Unique Stunt Jumps.

Liberty City

Liberty City is divided into four boroughs: Algonquin, Dukes, Broker, and Bohan. And then there's Alderney, located across the West River from the great towers of Algonquin. Taken together, these areas form one of the densest, most vital urban centers in the world. It's a place where dreams come to flourish or die. Niko Bellic is an Eastern European ex-soldier haunted by memories and seeking a new start. Thus he comes to visit his cousin Roman and sample the American dream.

Getting Around

VEHICLES

Liberty City is like a big, teeming car lot, laid out in a nice grid for your selection. Vehicles sit bumper to bumper in traffic, just waiting to be jacked. You can't beat free transportation. Watch out, though—some fools won't give up their ride without a fight. Check our Points of Interest maps for locations of three auto dealerships where you can find everything from a fine Italian sports car to a faster-than-lightning sport bike.

TAXIS

The handiest new addition to the Grand Theft Auto universe is the common taxicab, which you can hail on almost any street at any hour in Liberty City. Cabs are cheap and provide the fastest way to reach any destination, by far. The beauty of taxi travel is that you can set a waypoint anywhere in the city, and it becomes a selectable destination on the cab's meter. Better yet, for a few extra bucks you can skip the trip and arrive within seconds. This eliminates tedious cross-town car travel. (Note: You cannot hail a taxi while you have an active Wanted Level.)

▲ Taxi Jacking

You can jack the fare passenger out of the taxi in plain view of a police officer without getting a Wanted Level. A taxi is "jacked" when the cab already has a fare.

BOATS

When you want to take a direct route to one of the islands or explore the various waterways of Liberty City, then hop in one of the many boats available for you in the game. Choose from powerful speedboats to little dinghies and take to the water!

■ GPS Waypoints

The GPS mapping system lets you set green waypoints on your map; the system then maps a route to your chosen destination. The game will automatically route you to all yellow, red, or blue blipped destinations that are in your missions. Note that any GPS-created route is the most direct *legal* route. You can usually find plenty of illegal shortcuts to get places faster, if necessary.

TRAINS

Cheap, easy public transportation is one of Liberty City's hallmarks, along with prostitution, depravity, organized crime, and brutal police corruption. You can catch the El-Train or the subway and get to the next borough in moments. As with taxicabs, you can choose to skip the trip, although we must say that train rides can give you some pretty spectacular views of the city.

HELICOPTERS

Helicopters aren't easy to find, but they can get you places you can't reach otherwise—certain rooftops, for example. The standard Maverick chopper is available for stealing from the Helitours location in southeast Algonquin and from a private helipad in northwest Alderney. Heavily armed Annihilators appear on top of a police building in northeast Algonquin and also in the northern area of the Francis International Airport.

You can also spawn an Annihilator by exterminating all 200 "Flying Rats" in the city, thus completing the "Hidden Packages" Odd Jobs; the killer copter then appears on top of a lift-accessible MeTV building in the Triangle section of Algonquin (see our Points of Interest map for this island to find the exact location).

Note: There are no aircraft in the game available to you other than Mavericks and Annihilators.

▲ Airport Off-limits

Francis International Airport is a high security environment. In story or side missions, any attempt to get past the security fence onto the runways immediately slaps a Wanted Level on you. However, in multiplayer games, you can access the tarmac without triggering a police alert.

▲ Get a Lift

There are a number of other ways to travel around Liberty City—in mostly vertical directions. Take a cable car to Colony Island or ride one of the many window washing lifts to reach the tops of buildings.

Health & Body Armor

"Protection" is so important on so many levels of meaning. But perhaps the most important protection you can have in a place like Liberty City is hardcore Type IV tactical body armor in the form of a ballistic vest. You can purchase Body Armor at any reputable (or disreputable) gun shop in the city or from Little Jacob when he becomes your friend. But you'll also find free Body Armor stashed in unlikely places as you go about your business. You can also get a small amount of armor when you enter a N.O.O.S.E. Enforcer.

The same is true of the First Aid Kits that can bring a wounded warrior back from the brink. You can find them in many of the places you'll visit in Liberty City… often just when you need them most. Local hospitals tend to stock the kits as well. You can also restore health by making purchases from soft drink machines (Sprunk and eCola), hot dog & nut stands, and restaurants. And if all else fails, you can always dial 911 and ask for paramedic assistance, but they will charge a fee. You can even get your health back from hookers, who now offer three different services!

For all Body Armor and First Aid Kit locations in the city, check the Liberty City Maps section of this guide. We also feature these pickups on each and every mission map throughout the Main Story walkthrough.

Weapons

There's nothing like a sweet gun, except maybe a bigger gun. Liberty City is the assault weapons capital of the world. What walking tour would be complete without a short browse through the back alley gun shops that make the city such a safe haven? Here's a quick rundown of the weapons available for use in Grand Theft Auto IV. For all free Weapon locations in the city, check our Liberty City Maps section of this book—these are also featured on our mission maps in the Main Story Walkthrough. Keep in mind that the most convenient way to acquire weapons is by keeping Little Jacob's friendship, but the cheapest method is to just find them lying around.

Used Weapons

Don't forget that you can pick up some sleek previously-owned weapons by pilfering them from the decaying bodies of the previous owners (who you just wasted). Really, they'd *want* you to have their weapons since they won't be using them anymore.

Fist

When weaponless, you can throw left and rights, uppercuts and jabs, ground punches and kicks, perform counter moves and even disarm your opponent. See how many combos you can find. Target your opponent and start wailing on him.

Knife

The Knife is a very effective weapon when no firearm is available. A few slashes will take out a well-armored opponent. Try a multiplayer game with just bats and knives. Loads of fun!

Bat

Swing left, right, and block with the bat using the three different attack buttons… slugger.

Pistol

The Pistol holds an illegal 17-round magazine. A shot-delaying reload occurs after the final bullet is fired. It has very little zoom when in manual aim. This is one of the few drive-by weapons, and (along with the Combat Pistol) the only one that works for personal executions.

Combat Pistol

This weapon has a legal 9-round mag, but is more powerful than the regular Pistol. It has an equivalent amount of zoom when manual aiming and can also be used for executions.

Micro-SMG

The Micro-SMG has a significantly wide spread, especially when the Fire button is held for long periods. Use short bursts of fire to increase accuracy. This weapon is weaker than the SMG and has minimal zoom on manual aim, but has the larger 50-round mag. This is a great weapon for drive-bys, and is one of the most popular weapons of Liberty City thugs.

SMG

The SMG, which has a smaller 30-round mag, has all the attributes as the Micro-SMG, only it's a little more powerful and has less bullet spread at a distance, making it a better weapon for both on the run and drive-bys.

Assault Rifle

The Assault Rifle is very powerful—each bullet packs a wallop. This weapon has incredible zoom in manual aim and is great to use in multiplayer for getting headshots. Use in short bursts for an accuracy increase. Crouching also increases accuracy for all firearms.

Carbine Rifle

The Carbine Rifle is modeled after an M4, and has all the same attributes as the Assault Rifle. Bullets from this weapon are a little more powerful at a distance though.

Pump Shotgun

This weapon holds eight shells and you automatically reload after the eighth shot. It's most effective at close range and it, unfortunately, has no zoom in manual aim.

Combat Shotgun

This shotgun has the same attributes as the Pump Shotgun, only you get 10 shells before reload, you can get off multiple shots quickly, and it's a little more powerful. No manual aim zoom.

Sniper Rifle

The Sniper Rifle automatically reloads after each shot is fired. You cannot shoot while walking or running. The bullets eliminate most enemies with one or two shots—one if it's a headshot. You enter scope mode automatically when the Fire button is pressed. When behind cover, there is no scope mode or auto-aim, but you can zoom while in manual aim (not scope zoom).

Combat Sniper

The Combat Sniper is the same as the Sniper Rifle, only it fires more shots more quickly without reloading after every one. An easy choice over the regular Sniper Rifle.

RPG

The RPG must be reloaded with every shot. It's a slow weapon, but powerfully effective. You can skip RPG shells off the cement and other hard surfaces such as brick walls—RPGs sometimes bounce off windshields. This is the best weapon to take out N.O.O.S.E. Enforcers, helicopters, and those hard to reach Flying Rats.

Molotov

It's all overhand throws with this weapon, and for a good reason. Throw far enough away from you to avoid getting burned. You must use a plethora of Molotovs to destroy cars, but it only takes one to cook a human. This is one of our favorite weapons to take out Flying Rats. It may not be the most flexible for this purpose, but definitely the most fun. It's also a good drive-by weapon.

Grenade

When crouched, you perform an underhand toss. When standing, you throw overhand unless you just tap the shoot button; then it's an underhand toss. You can cook the grenade by holding onto it while pressing the Fire button; it leaves your hand when you let go of the button. Cooking is helpful when thrown above someone's cover. Don't cook it too long or it'll go off in your hands. This is also a drive-by weapon.

Police Wanted Levels

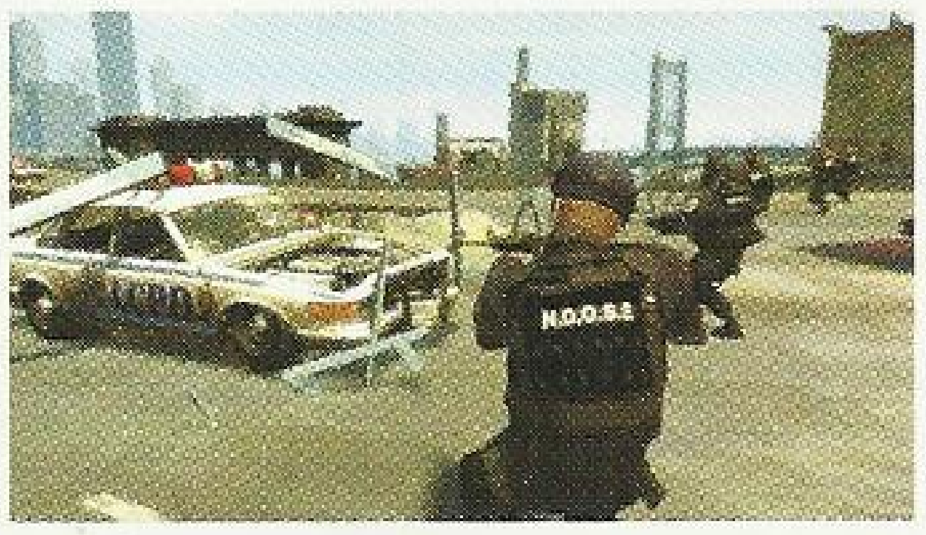
Cops are a fact of life in Liberty City. Apparently, it's against city law to pull folks out of their cars, punch them, and then drive away in their vehicles. Other stuff is illegal, too—shooting guns in public, ramming police cruisers, killing people, and so forth.

When you break the law in plain sight of police, you earn a Wanted Level. There are six of these levels, indicated by the number of stars highlighted in the upper-right corner of the screen. The more stars, the more you're wanted, and the more cops and eventually federal N.O.O.S.E. (National Office of Security Enforcement) agents deploy to hunt you down.

Even in the early going you can get a full Wanted Level of six stars without opening any other islands. If you try to travel to another, unlocked island, your Wanted Level will automatically bump up to six stars. *Ouch!*

LOSING THE HEAT

You no longer have to rely as much on Pay 'n' Sprays to lose your Wanted Level in *Grand Theft Auto IV*. They're very helpful for high Wanted Levels, but only work if the cops don't see you enter one. To lose a Wanted Level, now all you have to do is escape the Wanted Zone (the blue and red flashing zone on the map and radar). Just take unorthodox routes and watch the radar for cops on the streets ahead, while tying to aim for the nearest edge of the Wanted Zone. Steer your way around oncoming police by heading down side streets to stay off the major roads (long stretches of road are good for escaping low Wanted Levels quickly). Once you leave the Wanted Zone, hide and wait until the Wanted Level clears before you drive off again. You can also lose a Wanted Level by completing a mission and sometimes by starting one.



1-2 STARS

At one or two stars, the police cruiser is the only vehicle employed to pursue you. The level of police aggression escalates appropriately from one to two stars. At two stars the police will open fire and shoot to kill.

■ Wanted Zone

The Wanted Zone increases size in relation to the size of your Wanted Level. This is easily seen by zooming out your radar or by viewing the map in the pause menu. The larger the Wanted Zone the harder to escape it.

3 STARS

More police cruisers take up the chase than before, and they do so more aggressively; roadblocks begin appearing now. The police pursuit adds the brawny Patriot SUV and the LCPD Maverick helicopter. The chopper tracks you from the air and, at night, uses a spotlight to illuminate your position; a sniper rifleman also targets you from the craft. Finally, if you try to escape via swimming or boat, LCPD Predator boats spawn in the water to give chase. Shooting a cop automatically earns you a 3-star Wanted Level.

▲ Stolen Chopper

In the early going, stealing a helicopter is a nice way to travel. It's also a good way to lose your Wanted Level.

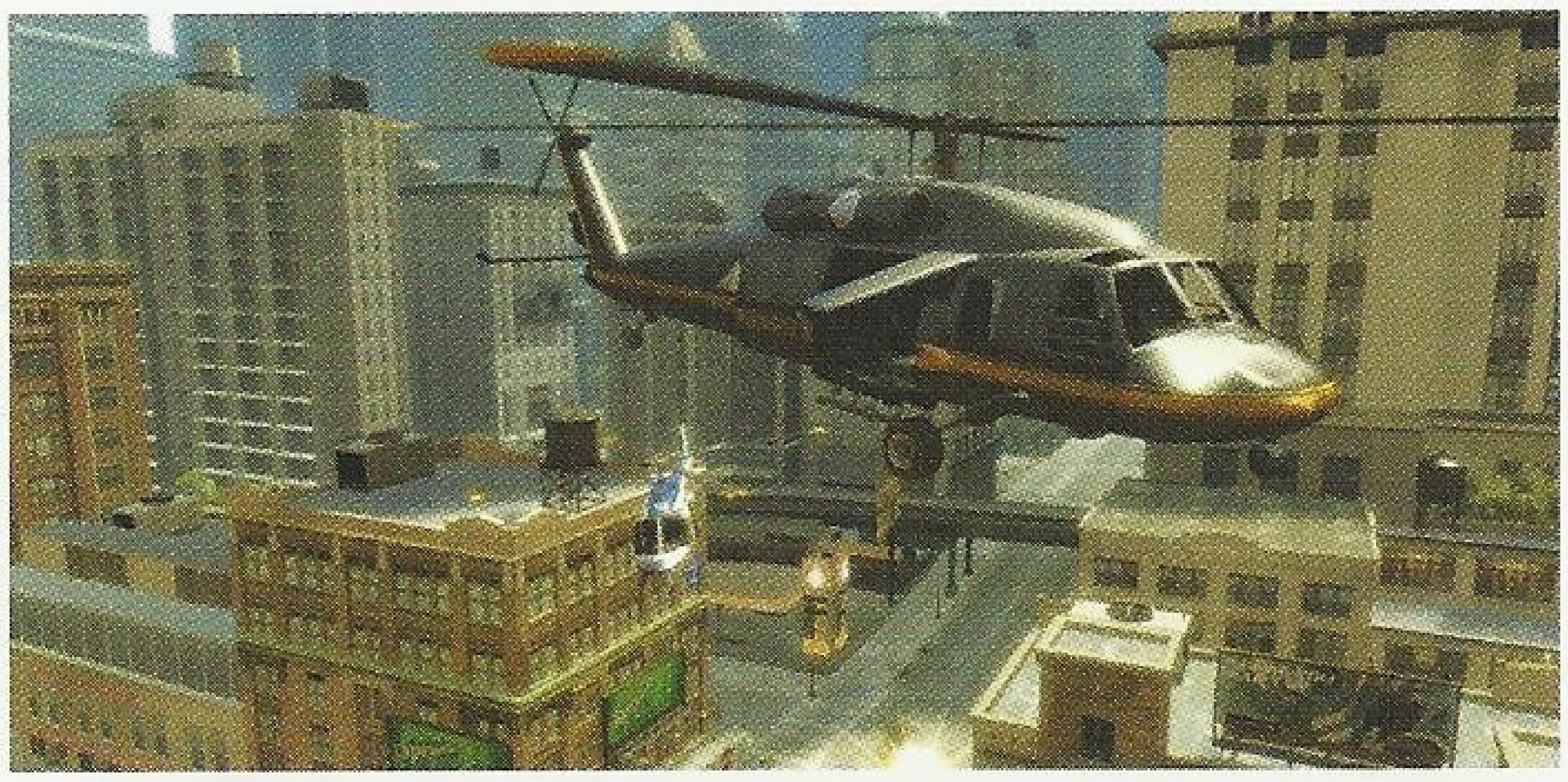
4-5 STARS

At four stars, police now deploy the Annihilator helicopter gunship, and the shooters aboard the chopper are armed with an assault rifle. N.O.O.S.E. agents and vehicles make their first appearance, including the N.O.O.S.E. cars and Enforcers, as well as the Patriots and the Annihilator. The N.O.O.S.E. troops are heavily armored and armed, and they pursue you very aggressively as a team if you try to seek shelter on foot. The roadblocks are much tougher to breach now.

The five-star pursuit is similar to four stars, but now F.I.B. closes off all bridges, using Enforcer roadblocks and barricades, trying to confine you to your current island.

6 STARS

If you've earned a six-star Wanted Level, the angry cops now deploy multiple Annihilators. Patriots disappear; instead, N.O.O.S.E. employs more N.O.O.S.E. cars and their rugged Enforcers—plus the nasty Annihilators. F.I.B. agents in Buffalos also enter here. Police now shoot while driving. It gets very intense. Escape becomes very, very difficult. Take out or lose the helicopters and sneak into the nearest Pay 'n' Spray!



Xbox 360 Achievements

There are 50 Xbox 360 Achievements available in Grand Theft Auto IV, broken down into 1000 possible points of total Achievement.

Mission Achievements ✓

Name	Points	Achievement
Off The Boat	5 ✓	Complete the first mission.
Fed The Fish	5 ✓	Complete mission "Uncle Vlad."
Lowest Point	5 ✓	Complete mission "Roman's Sorrow."
Gracefully Taken	10 ✓	Complete mission "I'll Take Her."
Impossible Trinity	10 ✓	Complete mission "Museum Piece."
Full Exploration	20 ✓	Unlock all the Islands.
That Special Someone	10 ✓	Complete mission "That Special Someone."
You Won!	60 ✓	Complete the final mission.
Liberty City Minute	30 ✓	Complete the story missions in less than 30 hours.
Key To The City	100 ✓	Achieve 100% in "Game progress" statistic.

Friend Achievements

Name	Points	Achievement
Driving Mr. Bellic	10 ✓	Unlock the special ability of taxi.
Retail Therapy	10 ✓	Unlock the special ability of buying guns from a friend.
That's How We Roll!	10 ✓	Unlock the special ability of helicopter.
Dial B For Bomb	10 ✓	Unlock the special ability of phoning for a bomb to be placed.
Liberty City (5)	20 ✓	After meeting all possible friends, the ones left alive all like you above 90%.

Activities Achievements

Name	Points	Achievement
One Hundred and Eighty	10 ✓	In a darts game score 180 with 3 darts.
Pool Shark	10 ✓	Beat a friend at Pool.
King of QUB3D	15 ✓	Beat the high score in QUB3D.
Gobble Gobble	10 ✓	Score 3 strikes in a row, a turkey, in 10-pin bowling.

Odd Job / Side Mission Achievements

Name	Points	Achievement
Courier Service	10 ✓	Complete all 10 package delivery jobs.
Order Fulfilled	10 ✓	Complete all 10 Exotic Exports orders.
You Got The Message	20 ✓	Deliver all 30 cars ordered through text message.
Dare Devil	30 ✓	Completed 100% of the unique stunt jumps.
No More Strangers	5 ✓	Meet all the random characters.
Cleaned the Mean Streets	20 ✓	Captured 20 criminals through the police computer.
Manhunt	15 ✓	Complete the Most Wanted side missions from the police computer.
Endangered Species	50	Collect every hidden package in the game.
Assassin's Greed	20 ✓	Complete all 9 assassin missions.

Off Mission Achievements

Name	Points	Achievement
Finish Him	15 ✓	Complete 10 melee counters in 4 minutes.
Wheelie Rider	30 ✓	Do a wheelie lasting at least 500 feet on a motorbike.
Rolled Over	30 ✓	Do 5 car rolls in a row from one crash.
One Man Army	40 ✓	Survive 5 minutes on 6-star Wanted Level.
Walk Free	50 ✓	Lose a 4-star Wanted Level by outrunning the cops.
Chain Reaction	20 ✓	You must blow up 10 vehicles in 10 seconds.
Genetically Superior	25 ✓	Come in first in 20 single-player street races.
It'll Cost Ya	5 ✓	Complete a taxi ride without skipping from one Island to another.
Sightseer	5 ✓	Fly on all helicopter tours of Liberty City.
Warm Coffee	5 ✓	Successfully date a girl to be invited into her house.
Half Million	55 ✓	Reach a balance of $500,000.
Under The Radar	40 ✓	Fly underneath the main bridges in the game that cross water with a helicopter.

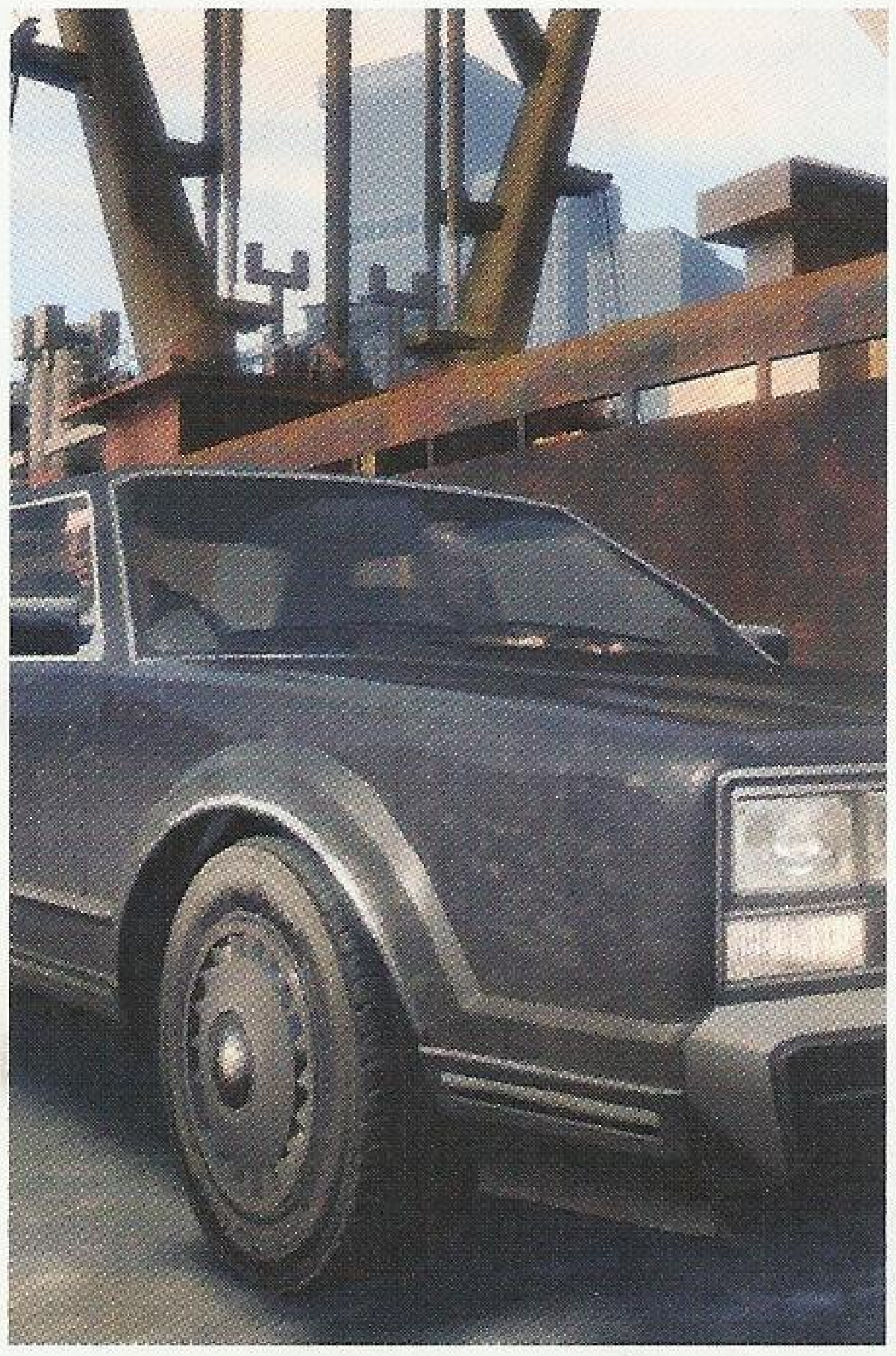
Multiplayer Achievements

Name	Points	Achievement
Teamplayer	10 ✓	Kill 5 players who are not in your team, in any ranked multiplayer team game.
Cut Your Teeth	5 ✓	Earn a personal rank promotion in multiplayer.
Join The Midnight Club	10 ✓	Win a ranked multiplayer race without damaging your vehicle too much and with damage enabled.
Fly The Co-op	15 ✓	Beat Rockstar's timeS in ranked versions of "Deal Breaker" (7:04), "Hangman's NOOSE" (2:32), and "Bomb da Base II"(5:56).
Taking It For The Team	10 ✓	Be on the winning team in all ranked multiplayer team games.
Top The Midnight Club	20 ✓	Come first in 20 different ranked standard multiplayer races.
Auf Wiedersehen Petrovic	30 ✓	Win all ranked multiplayer variations, all races and "Cops 'n Crooks", as both sides.
Top Of The Food Chain	10 ✓	Kill 20 players with a pistol in a ranked multiplayer deathmatch.
Let Sleeping Rockstars Lie	10 ✓	Kill a Rockstar Developer in a ranked multiplayer match.
Wanted	20 ✓	Achieve the highest personal rank in multiplayer.

ORIGINALLY
SCANNED
BY HAUKC

FOR
TEHPARADOX-
COMMUNITY

Main Story Walkthrough

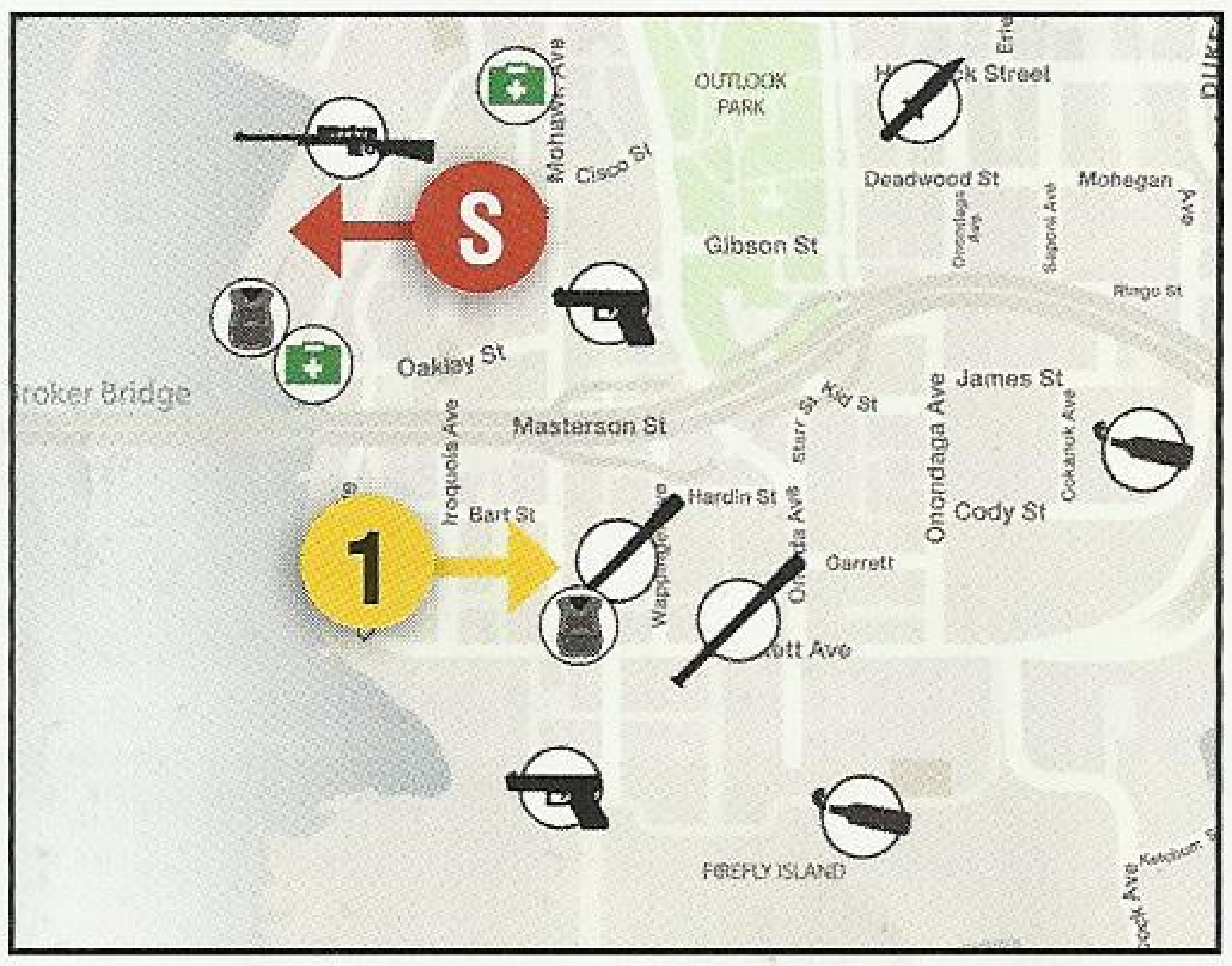


Our story begins aboard the Platypus, a merchant navy vessel arriving portside in Liberty City, gateway to the "land of opportunity." One of the crew is a Serbian national named Niko Bellic, a man haunted by war memories and running from past mistakes. Niko is a realist, but like many immigrants, he dreams of making it big in America. His plan is to meet up with his successful cousin, Roman.

The Cousins Bellic

Roman

Unfortunately, Roman Bellic has overstated his success just a bit. When he finally arrives at the East Hook docks, his sports car turns out to be a city taxicab… and he's a little too "happy" to drive. Maybe Niko had better take the wheel.



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1
OUTLOOK PARK
Mohawk Ave
Cisco St
Deadwood St
Mohegan Ave
Gibson St
Onondaga Ave
Sagone Ave
Ringo St
Oakley St
roker Bridge
Masterson St
Iroquois Ave
Kid St
Starr St
James St
Onondaga Ave
Cokanuk Ave
Hardin St
Bart St
Cody St
Garrett
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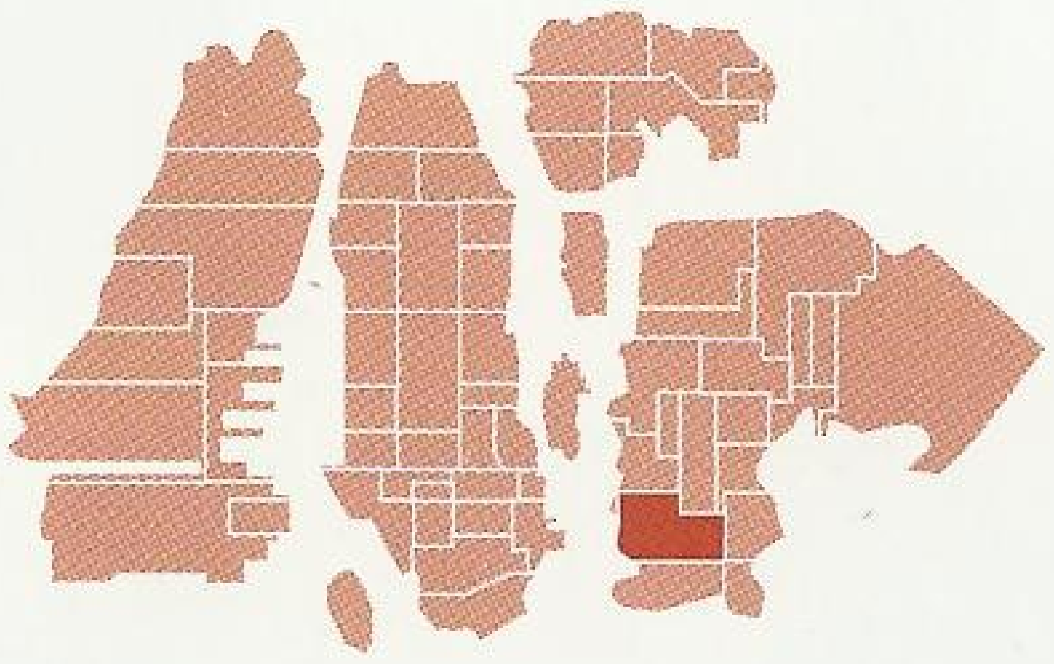

Mission

Drive to Roman's place.

This is a simple tutorial mission. You start out near the East Hook docks **(S)** at the wheel of Roman's cab; Roman sits in the passenger seat. Onscreen instructions guide you through the basics of driving a vehicle and using the radar map. Your goal is to simply follow the yellow line plotted by your GPS system to reach Roman's apartment **(1)** in Hove Beach, indicated on the map by the yellow blip.

Main Objectives

- Drive to Roman's apartment.
- Park in the yellow marker.

Prerequisites

- Start the game.

Fail Conditions

- Roman dies.
- Roman's cab is destroyed.

New Elements Introduced

- Basic movement.
- Driving a vehicle.
- Using the radar map to follow a route.
- Following yellow GPS routes to destinations.
- Opens the first safehouse (Roman's apartment).

▲ Make it Quick!

Although the yellow line plotted on the radar map always indicates the "shortest legal route" to your destination, it is not always the *fastest* route.